

□if a English version is needed, please let me know□

□ □ □ □ □ □ □ □ □ □ □ □ □ □ □

☐☐ ☐☐☐ email: gulifan@hotmail.com

□□□□

[illegible][illegible]

Turing Test

[illegible]

Nature

□ □ □ □ □ □ □ □ □ □ □ □ □ □

[illegible][illegible][illegible][illegible][illegible][illegible][illegible]

[illegible][illegible]

[illegible]

20

[illegible][illegible]

Frequency	Count	Percentage
200	200	100%
10%	10	5%
1%	1	0.5%

[illegible]









BRAIN Initiative







[illegible][illegible]

☐ Nature

AlphaGo Zero の Nature での superhuman 性能 [1] AlphaGo の game AlphaGo Zero の

Shor's algorithm
Quantum Supremacy

Quantum Supremacy  Sycamore  NISQ  noise  noisy  Sycamore  AlphaGo Zero  

Quantum Supremacy  noise 
 Sycamore  Sycamore 
 200 10000 

Quantum Supremacy Quantum Supremacy Nature

Quantum Supremacy □□□□ optimization □ machine learning □□□□□□□□□□□□□□□□
 □□□□□□□ NISQ □□ noisy □□□ Sycamore □□□□□□□□□□□□□□□□□□□□□□□□□□□□

noisy

smart phone

niche market IT

[illegible][illegible][illegible][illegible]

□□

~~~~~

[1] Mastering the game of Go without human knowledge, published in Nature, on 18 October 2017: <https://www.nature.com/articles/nature24270>.

[2] Quantum supremacy using a programmable superconducting processor, published in Nature, on 23 October, 2019:  
<https://www.nature.com/articles/s41586-019-1666-5>

[3] <https://www.quantamagazine.org/john-preskill-explains-quantum-supremacy-20191002/>.